



## 2015 Season Official Rules

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## Introduction and Purpose

These Official Rules (“Rules”) of the League of Legends Challenger Series (“CS”) apply to each of the teams who have qualified to play in the CS in 2015, as well as their head coach, managers, owners, Starters, Reserve players, (collectively “**Team Members**”) and other employees. The 2015 Season of the CS will be divided into two halves (“splits”). Each split will consist of three phases: (a) a CS Qualifier, (b) a regular season, and (c) the CS Playoffs, after which the top team will advance to the LCS and the next two teams will compete against the 8th and 9th seeds from the LCS in the Promotion Tournament. These Rules do not apply to the promotion tournament, which are governed by the League of Legends Championship Series (“LCS”) Rules. These Rules apply only to official CS play and not to other competitions, tournaments or organized play of League of Legends (“LoL” or the “game”).

League of Legends Championship Series LLC, a Delaware limited liability company, has established these Rules for the competitive play of LoL in order to unify and standardize the rules used in CS competitive play.

These Rules are designed solely to ensure the integrity of the system established by the CS for professional play of LoL and create a competitive balance among the teams that play at the professional level. Standardized rules benefit all parties who are involved in the professional play of LoL, including the teams, players and general managers.

These rules do not restrict competition for players. The terms of engagement between players and teams are left to each of the teams and its players.

# 1. Competition Eligibility

To be eligible to compete in the CS, each team must satisfy all of the following conditions:

## 1.1 Player and Team Eligibility

No team shall be eligible to qualify for the Challenger Series Qualifier (defined in Section 6) if they have used more than 2 players who each started three or more LCS games during the Ladder Qualification Period (defined by the time from the previous ladder lock to the current ladder lock). For the avoidance of doubt, a player counts as being used if they play a single game with the Ranked team, but not if they are simply listed on the Roster.

For a team to be considered eligible for the Challenger Series: the team must be in the top 16 of eligible teams in the Challenger Tier on the Ranked Teams ladder at the time of the deadline; and the team must be visible on the Ranked Teams ladder. CS officials have the right to deem a ranked team ineligible if there is a reasonable belief of impropriety.

No team shall be able to compete in any CS match without a minimum of three starting players who would potentially be able to compete in the next LCS split. To be considered potentially eligible to compete in the next LCS split, a CS player must have lived 17 full years (by or before the start of the next LCS split) and may not have any current disciplinary suspension from the LCS that would prevent him/her from playing in the first game of the season. All CS players must have lived 16 full years to compete at any time during the Challenger Series. During the Challenger Series playoffs, all players must be potentially LCS eligible to compete in the next LCS split.

Any player who has participated in an LCS match is ineligible to compete in any Challenger Series match for a period of one full calendar week after the conclusion of the LCS match.

## 1.2 Region Residency Requirement

**1.2.1 Resident Defined.** For purposes of this Rule 1.2, a player is deemed to be a "Resident" of a region if such player has legally resided and been primarily present in such region for no less than twenty-four months out of the thirty-six months immediately prior to such players' participation in the first game of the applicable tournament (i.e., a match in the World Championship Event, LCS, or Challenger Series).

**1.2.2 Certification of Residency.** All players shall certify their residency upon participation in the World Championship Event, the NA and EU LCS, and the NA and EU Challenger Series by submitting an eligibility form, and providing proof of residency as defined in Rules 1.2.3 and 1.2.4. For the avoidance of doubt, any player may redact any sensitive information in such player's sole discretion and LCS shall not be responsible for the disclosure of any personal information by player to LCS. Each team is responsible for ensuring that its players meet the residency requirements in this Rule 1.2. It shall be a violation of these Rules, by both the team and the player, if a player (or his or her parent or guardian) provides false, misleading or incomplete information resulting in the misclassification of such player's residency and region. A violation of this Rule 1.2 by a team or a player shall also be deemed a violation of Rule 10.2, and the disciplinary measures in Rules 10.5 and 10.6 shall apply.

**1.2.3 Proof of Residency.** Any player over eighteen years of age may prove residency by the provision of documentary evidence sufficient to demonstrate actual residence in the region in which he or she wishes to play. Such documentary evidence may be in the form of one or more examples of:

i. Government Issued Documentation. A player may prove residency by providing copies of a government benefits records distributed over time, military or draft registration papers or other government-issued records or identification that demonstrate residency.

ii. Private Documentation. A player may prove residency by providing copies of school records, deeds, leases, homeowners association documents, utility bills (such as gas, water, electricity, cable, or telephone, provided that all show levels of use consistent with actual residency), bank records and statements, tax returns, insurance documents, medical records and employment records.

**1.2.4 Residency of Minors.** Players who are below eighteen years of age may prove residency by either:

i. School Records. A player may prove residency by providing proof of full-time attendance at school in the region, including by providing copies of report cards, enrollment documentation, or attendance records certified by school officials; or

ii. Parents' Records. A player may prove residency by (i) providing documentary evidence of the parent-child relationship, such as a birth certificate that lists the names of parents, and (ii) proof that one parent lives in the region, which may be demonstrated by provision of

documentary evidence sufficient to prove residency as specified in Rule 1.2.3, above.

**1.2.5 Starters.** For purposes of Rule 1.2, as stated in Rule 3.2, a "Starter" is defined as one of the five players established in the Team's starting lineup for any given game.

**1.2.6 World Championship Event.** The World Championship Event is intended to bring together the best teams from each region to compete, as representatives of their region, in a global competition. In order to foster this diverse global competition, nurture regional teams, excite local and global fans, increase participation from all regions, and ensure a fair and open championship, all teams competing in the World Championship Event must meet local residency requirements. At least 60% (three out of five) Starters on any competing team must be Residents or exempt non-Residents of the region they represent in the World Championship Event. This Rule shall ensure that the goals of the World Championship Event are achieved, without undue burden on players and teams, while promoting fair play and robust competition for all participants in this global competition.

**1.2.7 NA and EU LCS.** The NA and EU LCS, including the NA and EU regular season and all matches leading up to the regional playoffs, are designed to identify the teams that will represent the NA and EU in the World Championship Event. In order to fulfill this mandate, all teams competing in the LCS and LCS-affiliated matches must meet the requirements in Rule 1.2.6 for teams participating in the World Championship Event, including the requirement that at least 60% (three out of five) Starters on each team be Residents of the region covered by the LCS in which they play.

**1.2.8 NA and EU Challenger Series.** The NA and EU Challenger Series, including the NA and EU Challenger Series regular season and all matches leading up to the Promotion Tournament, are designed to identify the teams from the NA and EU that will be promoted to the NA and EU LCS and thereby have an opportunity to represent the NA and EU in the World Championship Event. In order to fulfill this mandate, all teams competing in the Challenger Series and Challenger Series-affiliated matches must meet the requirements in Rule 1.2.6 for teams participating in the World Championship Event, including the requirement that at least 60% (three out of five) Starters on each team be Residents of the region covered by the Challenger Series in which they play.



**1.2.9 Implementation of Rule Change; Grandfathering.** Any player on the Active Roster of an LCS team or a CS team who participated in the 2014 NA/EU Challenger Series Summer Playoff at the time of this policy change who would not satisfy the Resident definition in 1.2.1 will be considered an "exempt non-resident", which allows such a player to count towards the three Residents required pursuant to Rules 1.2.6, 1.2.7, and 1.2.8. Once an exempt non-resident has met the Residency requirement, that player will be considered a Resident. A player cannot simultaneously count as a Resident for one region and as an exempt non-Resident for another region. A player can choose to waive his exempt non-Resident status in favor of counting as a Resident for another region before December 31, 11:59 pm PST 2014.

**1.2.10 Substitutes:** All teams will be required to maintain at least one Resident player as a substitute at any given time. At no point in time will teams be permitted to make a substitution which is in violation of any provision of this Rule 1.2.

**1.2.11 Losing Residency:** For purposes of this Rule 1.2, a player who is considered a Resident for a region will no longer be deemed to be a "Resident" of that region if such player has been primarily present in another region for 24 months.

### **1.3 No Riot Employees**

Owners, managers, coaches, Starters, and Reserve players ("**Team Members**") may not be employees of Riot Games Inc. ("**RGI**") or League of Legends Championship Series LLC or any of their respective affiliates at the start of or at any point during the CS regular season or playoffs. "**Affiliate**" is defined as any person or other entity which own or controls, is under the ownership or control of, or is under common ownership or control with, an Owner. "**Control**" shall mean the power, through any means, to determine the policies or management of an entity, whether through the power to elect, appoint or approve, directly or indirectly, the directors, officers, managers or trustees of such entity or otherwise.

## **2. Prizes and Compensation**

### **2.1 Challenger Series Qualifier Prize**

Teams that successfully qualify for the Challenger Series are eligible for a prize of \$7,500/€6,000 per team.

### **2.2 Regular Season Prizes**

Upon successful completion of the regular season, teams will be eligible to receive a prize of \$10,000/€8,000.

### **2.3 Playoffs Prizes**

Teams that qualify for the Playoffs at the conclusion of a Challenger Series split are eligible to win the following prizes:

- 1<sup>st</sup> Place: \$10,000/€8,000
- 2<sup>nd</sup> Place: \$7,000/€5,600
- 3<sup>rd</sup> Place: \$5,000/€4,000
- 4<sup>th</sup> Place: \$3,000/€2,400

### **2.4 No Minimum or Maximum Compensation**

Teams and players are not restricted in their ability to come to terms regarding the player's services. Nothing in these Rules is intended in any way to limit the compensation a team offers its players.

### **2.5 Direct Payment to Players**

Players will be paid prize money, if any, in accordance with the number of matches they played in over the course of the Series or Playoffs. For the avoidance of doubt, a player who plays in every match in a Series will be entitled to 20% of the Prize Pool, if any, won by the Team due to its performance in that Series, while a player who plays in half of his team's matches will be entitled to 10% of the Prize Pool, if any, won by the Team due to its performance in that Series. Any such prizes will be paid directly to the players' designated account or entity.

### **3. Team Ownership and Roster Rules**

#### **3.1 Team Ownership**

One Challenger Series team may be owned by the same company, individual, or other legal entity that currently owns a Professional team in the North American LCS, European LCS, or any other global league. If that LCS team reaches the promotion tournament, the LCS team may not choose or be forced to play a team which, at any time during the Challenger Series, was owned by the same company, individual, or other legal entity.

#### **3.2 Roster Requirements**

Teams qualifying through the Ranked Teams ladder will begin the qualifier with the roster identified within the Ranked Teams queue (collectively, the “Active Roster”) as of the day of the ladder lock, and must start at least 3 members from that original Active Roster in their first game of the qualifier. Teams that have qualified for CS (based on Promotion Match results) must start 3 or more members from the Active Roster that secured the prequalification for CS. Pre-qualified teams for CS (based on previous CS results), all teams in the playoffs, and all CS teams in the Promotion Matches teams must start in their first match 3 members of the Active Roster from their most recent match. Changes to the Active Roster may only occur as described below in Section 3.3 and 3.4. An Active Roster will be considered finalized upon receipt by a CS official prior to the first game played in the Series.

Teams that have made the qualifier portion of the CS will be required to have at least one substitute on the roster and can have up to four substitutes (i.e. 6 total players on the Active Roster minimum, 9 total players on the Active Roster maximum). Teams that have made the CS regular season will be required to have at least two substitutes on the roster and can have up to five substitutes (i.e. 7 total players on the Active Roster minimum, 10 total players on the Active Roster maximum).

The Active Roster will be displayed on [lolesports.com](http://lolesports.com). The Active Roster on that website will be updated upon proper filing of documentation. Once an acquisition is confirmed, the acquisition will be placed on the website. The Active Roster on that website will be considered the most up to date roster that could be applied within a reasonable time. Roster eligibility is still at the discretion of CS officials.

Each team must also designate a team Captain, who may be but does not need to be a player on the Active Roster. This Captain will be the primary point of contact for all CS officials, and will also be the signatory authority for any documents

which cause changes to the Active Roster, as outlined in Section 3.3 and 3.4. This Captain must be identified before the start of the Series, and a successor must be immediately identified if the Captain leaves the team (for any reason). This Captain must be at least 18 years old, and may not be a current LCS Team Member, nor an employee or affiliate of RGI.

### **3.3 Substitutes**

If a team wishes to substitute players within the Active Roster, those substitutions should be expressed to a CS official before 11:59pm PST or CET (depending on region), the night before the match. If a substitution is to occur after this deadline, then the team must reach out to a CS official immediately for approval.

Substitutions may only include members of the team who are recognized to be on the Active Roster. CS officials reserve the right to approve or deny any such request, based upon the eligibility of the players involved and the compliance with the Rules of such request.

### **3.4 Acquisitions**

A team may acquire new players as long as the requirements in section 3.3 are met. As long as Section 3.3 is met and the player is eligible, then a player that is not currently on an LCS Active Roster as a Starter or a CS Active Roster is considered a free agent and available for acquisition. Acquisitions will be restricted when the LCS free agency period is restricted. The Free Agent Signing Deadline for both regions is March 16, 2015, for Spring Split, and July 13, 2015, for Summer Split. A team cannot acquire a player that was in the same group bracket during qualifiers for a 3 calendar week period starting from the player's last game.

If a team wishes to acquire a new player, that acquisition must be declared to a CS official more than 72 hours before the game where the player would be utilized. CS officials reserve the right to approve or deny any such request, based upon the eligibility of the players involved and the request's compliance with the Rules.

### **3.5 Team Names, Team Tags and Player Names**

Teams will be permitted a tag of 2-3 characters to be added to the front of each player's Summoner Name on the tournament realm. These tags must be upper-case letters or numbers 0-9 only.

Summoner Names may include upper-case letters, lower-case letters, numbers 0-9, underscores, or single spaces between words only. Summoner Names must not exceed 12 characters including spaces. No additional special characters will be allowed for team names, Summoner Names, or tags. Summoner Names and Team Names may not contain: vulgarities or obscenities; LoL champion derivatives or other similar character names; or derivatives of products or services that may create confusion.

All Team Tags, Team Names, and Summoner Names must be approved by CS officials in advance of use in play. Name changes are not allowed except under certain extenuating circumstances such as sponsorship acquisition, but must be approved by CS officials prior to use in a CS game. Any cosmetic change to logos, team names, etc. must be made 72 hours in advance of the first regional CS game of the week. CS officials have the ability to deny a team name if it does not reflect the standards sought by the CS. A team will be notified by a CS official if their name does not meet the standard and the team will be allowed to change their name.

### **3.6 Sponsorships**

A Challenger team has the ability to acquire sponsors throughout the Challenger Series. Sponsorship acquisition is unrestricted. If the sponsor falls under the ensuing limited categories then the sponsorship may not be displayed by the players during the use or play of LoL, adjacent to LoL related material, the CS, or any Riot-affiliated events. The CS officials have the ability to update the category list at any time. The following is a nonexclusive list of limited sponsors:

- 3.6.1** Gambling Websites: defined as any website that aids or abets the wagering of funds on a sporting/esporting event and/or allows for the wagering of funds in casino games including poker.
- 3.6.2** Non-"over-the-counter" drugs
- 3.6.3** Account sharing/skin selling websites
- 3.6.4** Firearms, handguns, or ammunition providers
- 3.6.5** Websites displaying or related to pornographic imagery or products
- 3.6.6** Tobacco products

## **4. Player Equipment**

### **4.1 Non-Live Matches**

For all non-live matches, Players will be expected to provide all of their own equipment. This includes, but is not limited to, computers, keyboards, mice, and voice programs.

As the matches will not be played on an offline server, Players will also need to account for their own DDOS and other computer protection. Upon request, CS officials can help to identify means by which players may protect their computers, but exclusive responsibility for protection will fall upon the Players and Teams. Additionally, the stability of the Player's hardware and internet connection are the responsibility of the Player.

In the event that a game is played on the live server and not the Tournament Realm, both teams will be required to use the default skins for their selected champions.

For the avoidance of doubt, all regulations in Section 4 (except for 4.1) only apply to live studio matches, where the teams are physically present in the CS Studio.

### **4.2 CS-Provided Equipment**

For live studio matches, CS officials will provide, and CS players will exclusively use, equipment in the following categories:

- 4.2.1** PC & Monitor
- 4.2.2** Hand Warmers
- 4.2.3** Headsets and/or Earbuds and/or Microphones
- 4.2.4** Table and Chair

At the request of a CS player, CS officials will provide the following categories of equipment for use in CS matches played in the studio:

- 4.2.5** PC Keyboards
- 4.2.6** PC Mice and cord holders
- 4.2.7** Mousepads

All CS-provided equipment shall be chosen, selected and determined at the sole discretion of CS.

### **4.3 Player-Owned or Team-Owned Equipment**

During live studio matches, Players are allowed to bring equipment in the following categories, which are owned by themselves or their teams:

- 4.3.1** PC Keyboards
- 4.3.2** PC Mice and cord holders
- 4.3.3** PC Mousepads

In the match area, players may not bring, use, or wear any headsets, earbuds and/or microphones, other than those provided by CS, with the following sole exception: players may wear a second headset, which is owned by themselves or their Teams, around their necks, so long as such second headset is a product of a Team sponsor and remains, at all times, unplugged, unpowered, without a battery of any kind, and is not used for any purpose other than decoration. If the second headset has a microphone, it must, at all times, remain fully retracted or in the opposite of a “ready” position.

All player-owned or team-owned equipment must be submitted to CS officials in advance for approval. Unapproved equipment or equipment that is suspected by CS officials of providing an unfair competitive advantage will not be permitted for use. If the Player’s equipment is designated as unapproved, then the Player will be required to use CS-provided equipment instead.

At their discretion, CS officials may disallow the use of any individual piece of equipment for reasons relating to tournament security, safety, or operational efficiency or effectiveness.

No player-owned or team-owned hardware or equipment may be brought into the Match Area if it features or displays any name, likeness or logo of a company or brand which is a competitor of Riot Games or LoL.

### **4.4 Replacement of Equipment**

If equipment or technical problems are suspected by CS officials at any time, a player or CS official may request a technical review of the situation. A CS technician will diagnose and troubleshoot problems, as needed. Technicians may request that CS officials order replacement of any equipment, at their discretion. Decisions regarding the replacement of any equipment are solely at the discretion of CS. If a player wishes to use personal replacement equipment, the player must use equipment which has been preapproved by CS officials otherwise they will be provided replacement equipment by the CS officials

## 4.5 Player Apparel

During all live studio matches, players must wear appropriate upper body attire, pants and closed-toe shoes. For the avoidance of doubt, sweatpants, athletic pants, and/or pajama pants will not be considered appropriate attire. Jerseys and all other apparel worn during such times are subject to the restrictions set forth in Section 9 below. Jerseys and apparel are always subject to the review and discretion of CS officials.

## 4.6 Studio Computer Programs & Usage

Players are prohibited from installing their own programs on CS-provided computers and must use only the programs provided by CS. This includes the Green Room computers. If a player wishes to install a program onto the Green Room computers he must first ask a CS official.

**4.6.1 Voice Chat.** Voice chat will be provided only via the native system used in CS-provided headsets. Use of third-party voice chat software (*e.g.*, Skype) is not permitted. CS officials may monitor a team's audio at the discretion of CS.

**4.6.2 Social Media and Communication.** It is prohibited to use CS computers to view or post on any social media or communication sites. This includes, but is not limited to, Facebook, Twitter, online forums/message boards and email.

**4.6.3 Non-Essential Equipment.** It is prohibited to connect non-essential equipment, such as cell phones, flash drives or MP3 players, to CS computers, for any reason.

## 4.7 Client Accounts

Players will have Tournament Realm accounts provided for them by CS upon qualification. It is the Players' responsibility to configure their account to their preferences. The account's Summoner Name must be set only to the Player's official tournament handle, as approved by CS. Tournament Realm access will be removed if a team has been eliminated from the Qualifier stage. Teams that make the CS regular season keep their Tournament Realm access until the end of the current Series. Teams that make the CS Playoffs will be given access to the Tournament Realm until completion of the playoffs.

## 4.8 Audio Controls



Players will be required to maintain volume levels above minimum settings, which will be clearly marked on the controls. CS officials may require players to adjust their volume levels higher if the officials determine, at their sole discretion, that volume levels are too low.

Headphones must be placed directly on a player's ears, and must remain there for the duration of the game. Players are not permitted to obstruct the placement of headphones by any method or place any item, including hats, scarves or other articles of clothing, between the headphones and the player's ears.

#### **4.9 Equipment Tampering**

Players may not touch or handle another teammate's owned or provided equipment after a match has started. Players who require assistance with their equipment should ask assistance from a CS official.

## 5. Venue, Competition Area Layout, and Schedule

### 5.1 General Venue Access

Access for CS teams to the restricted areas of venues for official CS matches is restricted to Team Members only, unless otherwise approved, in advance, by CS. Permission to attend CS matches is solely at the discretion of CS.

### 5.2 Match Area

The “match area” is comprised of the area immediately surrounding any competition PCs used during match play. During match play, presence of Team Members in the match area is restricted solely to the Starters of the teams in play.

**5.2.1 Team Managers.** Managers may be in the match area during the match prep process, but must leave prior to the pick/ban phase and may not return until after the end of the match.

**5.2.2 Wireless Devices.** Wireless devices, including mobile phones and tablets, must be powered off while the players are involved in active play, including during pick/ban phase, pauses, remakes, and between games of multi-game matches. CS officials will collect such devices from players in the match area and return them after the end of the match.

**5.2.3 Food and Drink Restrictions.** No food is allowed in the match areas. Drinks are permitted in the match area only in Riot-provided re-sealable containers. CS officials will provide such containers to players upon request.

### 5.3 Warm-up Area

The warm-up area (which also may be referred to as a “Green Room”) will contain PCs designated by CS specifically for players to practice on before their official matches begin. The warm-up area is reserved for Team Members only and access will be provided by CS officials at their discretion.

### 5.4 Other Team Member Areas

Other Team Member Areas are areas within the venue, as defined by CS officials from time to time, designed to allow players to relax and socialize in locations separate from the match area. Access to these areas is limited to Team Members, unless specific permission is otherwise granted by CS officials.

## 6. League Structure

### 6.1 Definition of Terms

- 6.1.1 Game.** An instance of competition on the Summoner's Rift map that is played until a winner is determined by one of the following methods, whichever occurs first: (a) completion of the final objective (destruction of a nexus), (b) Team Surrender, (c) Team Forfeit, or (d) Awarded Game Victory (See Section 8.5).
- 6.1.2 Match.** A set of games that is played until one team wins a majority of the total games (e.g., winning two games out of three ("best of three"); winning three games out of five ("best of five")). The winning team will either receive a win tally in a league format or advance to the next round in a tournament format.
- 6.1.3 Split.** Scheduled league play that will occur over an approximately three-month period of time. The 2015 Season will be divided into two splits (Spring and Summer) for each region (North America and Europe).

### 6.2 Schedule

#### 6.2.1 European Region

- 6.2.1.1** Spring Season Qualifier Round 1 & 2 (Jan 20 - Jan 28)
- 6.2.1.2** Spring Season Qualifier Finals (Feb 3 & Feb 4)
- 6.2.1.3** Spring Regular Season (Feb 17 - Mar 25)
- 6.2.1.4** Spring Playoffs Semi-Finals (Mar 31 & April 1)
- 6.2.1.5** Spring Playoffs 3<sup>rd</sup> Place Match and Finals (April 7 & April 8)
- 6.2.1.6** Summer Season Qualifier Round 1 & 2 (May 26 - June 3)
- 6.2.1.7** Summer Season Qualifier Finals (June 9)
- 6.2.1.8** Summer Regular Season (June 23 - July 22)
- 6.2.1.9** Summer Playoffs Semi-Finals (Aug 4 & Aug 5)
- 6.2.1.10** Summer Playoffs 3<sup>rd</sup> Place Match and Finals (Aug 11 – Aug 12)

## **6.2.2 North American Region**

- 6.2.2.1** Spring Season Qualifier Round 1 & 2 (Jan 20 - Jan 28)
- 6.2.2.2** Spring Season Qualifier Finals (Feb 3 & Feb 4)
- 6.2.2.3** Spring Regular Season (Feb 17 - Mar 25)
- 6.2.2.4** Spring Playoffs Semi-Finals (Mar 31 & April 1)
- 6.2.2.5** Spring Playoffs 3<sup>rd</sup> Place Match and Finals (April 7 & April 8)
- 6.2.2.6** Summer Season Qualifier Round 1 & 2 (May 26 - June 3)
- 6.2.2.7** Summer Season Qualifier Finals (June 9)
- 6.2.2.8** Summer Regular Season (June 23 - July 22)
- 6.2.2.9** Summer Playoffs Semi-Finals (Aug 4 & Aug 5)
- 6.2.2.10** Summer Playoffs 3<sup>rd</sup> Place Match and Finals (Aug 11 – Aug 12)

## **6.3 Phase Details**

- 6.3.1 Spring Qualifier.** This phase consists of up to sixteen teams who will be seeded into four single-elimination best-of-three brackets, as follows, with all teams listed first in the matchup having side selection:

- 6.3.1.1** Group A: #1 vs #16, #8 vs #9
- 6.3.1.2** Group B: #2 vs #15, #7 vs #10
- 6.3.1.3** Group C: #3 vs #14, #6 vs #11
- 6.3.1.4** Group D: #4 vs #13, #5 vs #12

These groups will each play until there is a single winner. If there is a situation where fewer than sixteen teams qualify for the Qualifier, then byes will be given based on seeding. The top seeds will receive the byes.

In Europe, the eight teams from EUW will be ranked into the odd-numbered seeds for the Spring Qualifier. The teams from EUNE will be ranked into the odd-numbered seeds for the Summer Qualifier. If EUW or EUNE cannot satisfy the minimum bracket requirement for their region then the bracket will be filled out with teams from the other region.

If the pre-qualified teams fail to satisfy the pre-qualification requirements, then those teams will lose their pre-qualification position and teams from the ranked ladder will be entered into the bracket until a full bracket is created. The additional full groups will be created and filled with ranked teams to qualify an additional team to fill the vacant pre-qualified position.

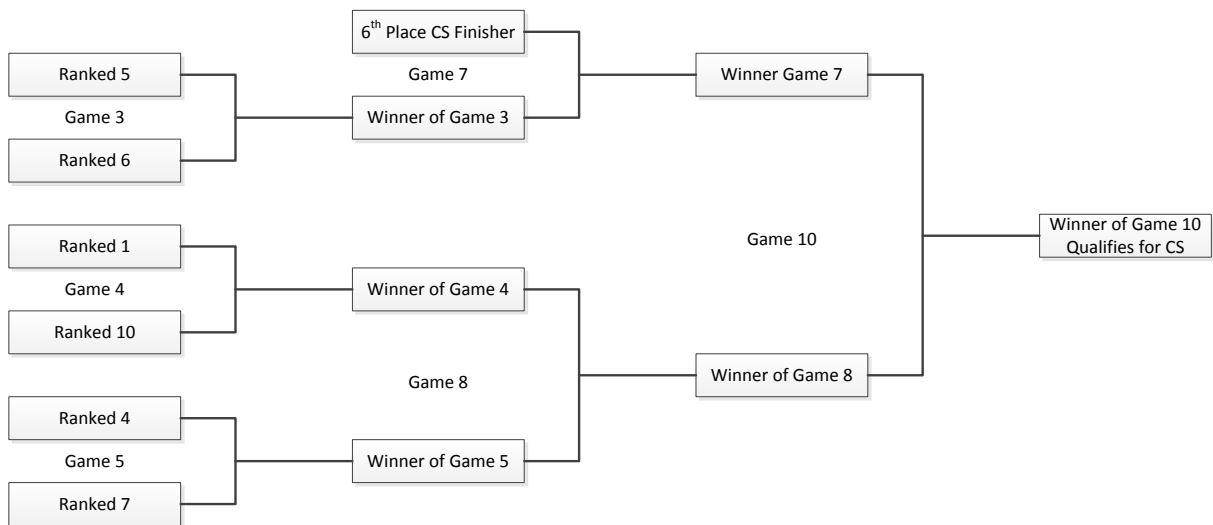
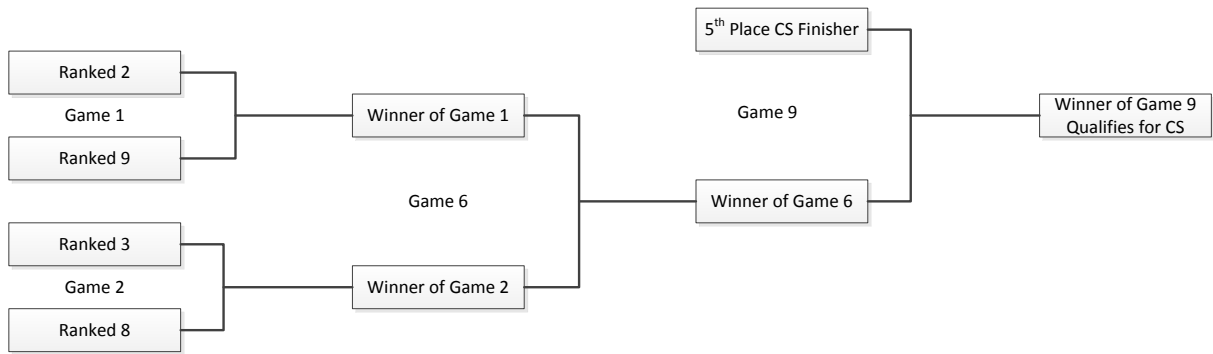
- 6.3.2 Summer Qualifier.** This phase consists of up to 10 teams who will be seeded based on the ranked ladder. In NA this will consist of the top 10

eligible teams on the Ranked Teams ladder. In EU, this will consist of the top 5 eligible teams from EUW and the top 5 eligible teams from EUNE.

The 6th place finisher from the Spring CS will be given a bye into the second round of the qualifier. The 5th place finisher from the Spring CS will be given a bye into the final round of the qualifier.

The two teams that win their matches in the final round will qualify for the next season of challenger series.

If the pre-qualified teams fail to satisfy the pre-qualification requirements, then those teams will lose their pre-qualification position and teams from the ranked ladder will be entered into the bracket until a full bracket is created. The additional full groups will be created and filled with ranked teams to qualify an additional team to fill the vacant pre-qualified position.



**6.3.3 Regular Season.** This phase consists of six teams, each playing 10 games per split, in a league format against opponents within their region. Each team will face each of their opponents twice per split. Sides will be pre-determined and teams will start on the blue and red sides an equal number of times against each opponent (one game per side). Ranking in the league will be determined by percentage of wins. A full schedule of dates and games can be found at [www.lolesports.com](http://www.lolesports.com).

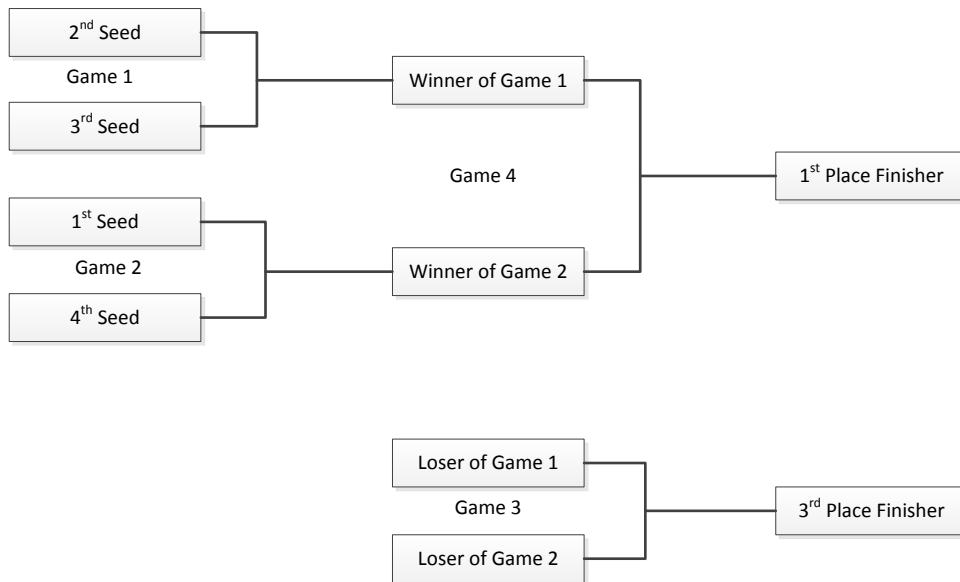
**6.3.4 Regular Season Tiebreaker.** In the event that multiple teams are tied in the standings at the conclusion of either Regular Season split (as defined as having the same winning percentage), then any teams so tied will be seeded by head-to-head record. If said teams have identical head-to-head records (as defined as each team winning 50% of games between the two teams), said teams will play one tiebreaker game to determine the final standings.

Tiebreaker games will be played following the final game of the Regular Season, but prior to the first day of the Playoffs. Tied teams will compete against each other until there is a winner. Side choice is determined by coin flip for all tiebreakers.

If three or more teams are tied, the head-to-head record of all teams against all other teams involved in the tiebreaker will be considered. If a single team owns a winning record (as defined as winning more than 50% of the games) against every other team in the tiebreaker, they are automatically granted the highest seed available in the tiebreaker, and a new tiebreaker is declared amongst the remaining teams.

If no team in a tiebreaker holds a winning record against all other teams, the following structures will be used:

- 6.3.5 Three-way tie:** A single round-robin will be played among the three teams. If this does not result in a hierarchical ranking of teams (i.e., distinct 2-0, 1-1, and 0-2 team records), then the three teams will be randomly drawn into a single-elimination bracket where one team has a bye into the finals.
- 6.3.6 Four-way tie:** The teams will be randomly drawn into a “Korean-style” or “dual” bracket, where teams play Bo1 matches throughout the tournament. The four teams will be split into two first-round matches; the winners will then face off in Game 3 while the losers face off in Game 4. The winner of Game 3 will be declared the top seed; the loser of Game 3 will face the winner of Game 4 in a contest to determine 2nd/3rd place; and the loser of Game 4 will be declared 4th place.
- 6.3.7 Five-way tie:** The teams will be randomly drawn into a single-elimination bracket, where there is a play-in between two teams for the fourth semi-final spot. The tournament will require a 3rd-place match to determine seeding.
- 6.3.8 Six-way tie:** The teams will be randomly drawn into a single-elimination bracket, where two teams have byes into the semi-finals. The tournament will require a 3rd-place match and 5th-place match to determine seeding.
- 6.3.9 Playoffs.** This phase consists of a two-round single-elimination tournament among the top four (4) teams from the season, seeded according to their final regular season standings. The first place team as determined by the playoffs will automatically promote into the LCS. The teams finishing 2<sup>nd</sup> and 3<sup>rd</sup> in the playoffs will qualify to compete in the Promotion Tournament against two LCS teams from the current split.
  - 6.3.9.1** All games will be best-of-three (Bo3) except the Championship which will be best-of-five (Bo5).



## 6.4 Automatic Promotion.

The team that finishes first in the final playoffs standings of a split will be automatically promoted into the League of Legends Championship Series. This move will coincide with the automatic relegation of the team that finishes the LCS regular season in last place.

## 7. Match Process

### 7.1 Changes to Schedule

CS may, at its sole discretion, re-order the schedule of matches within a given day and/or change the date of a CS match to a different date or otherwise modify the schedule of matches. In the event that CS modifies a match schedule, CS will notify all teams at the earliest convenience.

### 7.2 Arrival in Game Lobby for Non-Live Matches

Members of a team's Active Roster who are participating in a CS event must arrive in the lobby no later than the time specified by CS officials.

### 7.3 Role of Referees

**7.3.1 Responsibilities.** Referees are CS officials who are responsible for making judgments on every match-related issue, question and situation which occurs before, during, and immediately following match play. Their oversight may include, but is not limited to:



- 7.3.1.1 Checking the team's lineup before a match.
- 7.3.1.2 Checking and monitoring player peripherals and match areas.
- 7.3.1.3 Announcing the beginning of the match.
- 7.3.1.4 Ordering pause/resume during play.
- 7.3.1.5 Issuing penalties in response to Rule violations before, during, or after the match.
- 7.3.1.6 Confirming the end of the match and its results.

**7.3.2 Referee Comportment.** At all times, referees shall conduct themselves in a professional manner, and shall issue rulings in an impartial manner. No passion or prejudice will be shown towards any player, team, team manager, coach, owner, or other individual.

**7.3.3 Finality of Judgment.** If a referee makes an incorrect judgment, the judgment can be subject to reversal. CS officials at their discretion may evaluate the decision during or after the match to determine if the proper procedure was implemented to allow for a fair decision. If the proper procedure was not followed, CS officials reserve the right to potentially invalidate the referee's decision. CS officials will always maintain final say in all decisions set forth throughout the CS.

**7.3.4 Gambling Prohibition.** All rules prohibiting gambling on LoL, as found below in Section 9, shall apply to referees without limitation.

## **7.4 Competitive Patch & Tournament Realm**

The 2015 Season will be played on the current patch available on the Live Service, once a sufficient testing period has occurred. Changes to the competitive patch will be at the discretion of the CS.

As a guideline, the competitive patch will be updated a full calendar week after its release onto the live server. A patch will not be implemented if a week of games or a playoff round has started.

**7.4.1** Example: Patch X.X was released on 11:59pm, February 1, 2015. It will be eligible to be used as a CS competitive patch for all matches on or after 11:59pm, February 8, 2015 unless a week of games or a playoff round has started.

Champions who have not been available on the live service for more than 2 weeks will be automatically restricted. Champions that have undergone reworks will be subject to CS discretion.

- 7.4.2** Example: Champion A was released February 1, 2015, so Champion A becomes eligible to be used in all CS matches on or after February 15, 2015.

CS will not update a patch nor unlock a champion in the middle of a single week or round of the tournament.

## 7.5 Setup and Player Responsibilities for Online Matches

All players will be expected to be ready to join the game lobby at the time specified by the CS officials. Readiness includes, but is not limited to, five rostered players having completed client patching, configuration of in-game settings, and completed rune and mastery pages.

- 7.5.1 Rolling Schedule.** Tournaments held on a rolling schedule will have estimated match start times. However, teams are required to be available to play their match up to three hours in advance of their estimated time, or as otherwise directed by tournament admins.

- 7.5.2 Schedule Adjustments.** Tournament admins, in their sole discretion, have the right to adjust the match schedule at any time to preserve the pacing of the tournament or to remedy such circumstances as may detract from the viewer experience.

- 7.5.3 Lateness Penalties.** Teams that are not ready at the start of the preceding game (or 30 minutes before the start of the first match of the day) are subject to lateness penalties. For avoidance of doubt, the start of the game is defined as a team entering Summoner's Rift and being visible on the map. A team will lose their first ban after 5 minutes have elapsed from the preceding game start. A team will lose another ban after 10 minutes have elapsed. A team will lose their final ban after 15 minutes have elapsed. A team will be subject to forfeiture if 25 minutes have elapsed since the game start or the preceding game has completed whichever is longer. Intentionally delaying the lobby or game start will still subject the team to the rules set forth in this section.

Time Elapsed Since Preceding Game Start:	Accrued Penalties
0:00	None
5:00	1 Ban Lost
10:00	2 Bans Lost
15:00	3 Bans Lost
25:00, or Preceding Game's	Forfeit

**7.5.4 Pause Allowance.** Teams may pause the game for a maximum of 10 minutes over the course of single game, or 20 minutes over the course of a best-of-three match. Pausing beyond allowance time will be considered unfair play and penalties will be applied at the discretion of tournament officials.

**7.5.5 No 4v5 Play.** Teams are required to field a full team of five players to participate in any match. If, at any point in the match process other than that which is addressed in Section 7.5.6, the team cannot field five players, they will forfeit the match.

**7.5.6 Intentional Disconnection.** If a player intentionally disconnects from the game without an acceptable reason, their team may not pause the game and play will continue. If a player remains disconnected for more than five minutes or the team or player declares that the disconnected player will not return within five minutes of the pause, it is ruled as 4v5 play and the team will forfeit the match effective immediately.

The 5 minute grace disconnect period only applies to intentional disconnections, and cannot be applied to unintentional disconnections.

**7.5.7 Player Equipment Responsibility.** All players are responsible for ensuring the performance of their chosen setup, including computer hardware and peripherals, internet connection, and power. A problem with player equipment is not an acceptable reason for lateness or pausing beyond a team's allowance, regardless of the root cause of the problem.

**7.5.8 No Spectators.** Only five players per team are allowed in the game lobby. No additional spectators are permitted for any reason.

**7.5.9 No Streaming.** Players are not permitted to stream their tournament matches publicly or privately on any platform or service. Players may

stream personal or professional recordings of the match after the broadcast has officially completed.

## **7.6 Pre-Match Setup for Live Matches**

**7.6.1 Setup Time.** Players will have designated blocks of time prior to their match time to ensure they are fully prepared. CS officials will inform players and teams of their scheduled setup time and duration as part of their match schedule. CS officials may change the schedule at any time. Setup time is considered to have begun once players enter the Match Area, at which point they are not allowed to leave without permission of the on-site CS official or referee and accompaniment by another CS official. Setup is comprised of the following:

**7.6.1.1** Ensuring the quality of all CS-provided equipment.

**7.6.1.2** Connecting and calibrating peripherals.

**7.6.1.3** Ensuring proper function of voice chat system.

**7.6.1.4** Setting up rune and mastery pages.

**7.6.1.5** Adjusting in-game settings.

**7.6.1.6** Limited in-game warm-up.

**7.6.2 Seating Order.** Players must sit in the order in which they will join the lobby: Top, Jungle, Mid, ADC, Support. This order should be considered from the vantage point of a viewer standing in front of the players, and read from left-to-right.

**7.6.3 Technical Failure of Equipment.** If a player encounters any equipment problems during any phase of the setup process, the player must alert and notify a CS official immediately.

**7.6.4 Technical Support.** CS officials will be available to assist with the setup process and troubleshoot any problems encountered during the pre-match setup period.

**7.6.5 Timeliness of Match Start.** It is expected that players will resolve any issues with the setup process within the allotted time and that match will begin at the scheduled time. Delays due to setup problems may be permitted, at the sole discretion of CS officials. Penalties for tardiness may be assessed at the discretion of the CS.

**7.6.6 Acknowledgement of Pre-Match Testing.** No fewer than ten minutes before the match is scheduled to begin, a CS official will confirm with each player that their setup is complete.

**7.6.7 Player Ready State.** Once all ten players in a match have confirmed completion of setup, players may not alter their rune pages or enter a warm-up game.

**7.6.8 Game Lobby Creation.** CS officials will decide how the official game lobby will be created. Players will be directed by CS officials to join a game lobby as soon as testing has been completed, in the following order of positions: Top, Jungle, Mid, ADC, Support.

## **7.7 Game Setup**

**7.7.1 Start of Pick / Ban Process.** Once all ten players have reported to the official game lobby, a CS official will request confirmation that both teams are ready for the pick/ban phase (as defined and described below). Once both teams confirm readiness, a CS official will instruct the room owner to start the game.

**7.7.2 Recording of Pick / Ban Process.** Picks/bans will proceed through the client's Tournament Draft feature. If picks/bans are completed substantially in advance of game setup, at the instruction and discretion of CS officials, the CS officials will record the official picks/bans and manually abort the game start.

### **7.7.3 General / Game Settings**

**7.7.3.1 Map:** Summoner's Rift


**7.7.3.2 Team Size:** 5

**7.7.3.3 Allow Spectators:** Lobby Only


**7.7.3.4 Game Type:** Tournament Draft

(See Setup screen below)


### Choose Your Map




Summoner's Rift



The Twisted Treeline



The Proving Grounds



The Crystal Scar

#### Game Options:

Team Size: 5

Allow Spectators: Lobby Only

Game Type: Tournament Draft

Name: Regional Quarterfinal A

Password (Optional):

Quit

Create Game

## 7.8 Pick / Ban Phase & Side Selection


**7.8.1 Tournament Draft.** CS officials may choose to employ either the Tournament Draft mode feature or a manual draft (e.g., draft that is conducted in chat without the use of an in-game feature). Starters for each team cannot be substituted after the start of the draft. Players may play any Champion which their team has drafted, but must confirm their selection with a CS official.

- 7.8.2 Restrictions on Gameplay Elements.** Restrictions may be added at any time before or during a match, if there are known bugs with any items, Champions, skins, runes, masteries, or Summoner spells, or for any other reason as determined at the discretion of the CS.
- 7.8.3 Side Selection.** Sides will be pre-determined during the regular season and teams will start on the blue and red sides an equal number of times against each opponent (one game per side). In all seed-based matches (qualifiers and playoffs), the higher-ranked seed will have side selection for odd-numbered games (e.g. Games 1, 3, and 5), while the lower seed will have side selection for even-numbered games (Games 2 and 4). For example, the higher seed may choose to play game 1 on blue side, but game 3 and 5 on red side and the lower seed may choose to play game 2 on red side and game 4 on blue side. Both teams will be required to submit their final decision by 23:59 of the night before the start of the broadcast (in the time zone where the game will be played). If no decision is submitted, selection will default to blue side.
- 7.8.4 Draft Mode.** Draft mode proceeds in a snake draft format as follows:  
*Blue Team= A; Red Team = B*  
Bans: ABABAB  
Picks: ABBAABBAAB
- 7.8.5 Selection Error.** In the event of an erroneously-selected Champion pick or ban, the team in error must notify a CS official before the other team has locked in their next selection. If so, the process will be restarted and brought back to the point at which the error occurred so that the team in error may correct its mistake. If the next selection is locked before the team in error gives notice to a CS official, the erroneous selection shall be deemed irrevocable.
- 7.8.6 Trading Champions.** Teams must complete all champion trades before the 20-second mark during the Trading Phase, or will be subject to a penalty in future games.
- 7.8.7 Game Start After Pick/Ban.** A game will start immediately after the pick/ban process is complete, unless otherwise stated by a CS official. If played in the live studio, at this point CS officials will remove any printed materials from the Match Area, including any notes written by Team Members. Players are not allowed to quit a game during the time between the completion of picks/bans and game launch, also known as "Free Time."


**7.8.8 Controlled Game Start.** In the event of an error in game start or a decision by CS to separate the pick/ban process from game start, a CS official may start the game in a controlled manner using Blind Pick. All players will select Champions in accordance with the previous valid completed pick/ban process.

(See Setup screen on next page)


### Choose Your Map




Summoner's Rift



The Twisted Treeline



The Proving Grounds



The Crystal Scar

#### Game Options:

Team Size: 5

Allow Spectators: Lobby Only

Game Type: Blind Pick

Name: Regional Quarterfinal A

Password (Optional):

Quit

Create Game

**7.8.9 Slow Client Load.** If a Bugsplat, disconnect, or any other failure occurs which interrupts the loading process and prevents a player from joining a



game upon game start, the game must be immediately paused until all ten players are connected to the game.

## 8. Game Rules

### 8.1 Definition of Terms

- 8.1.1 Unintentional Disconnection.** A player losing connection to the game due to problems or issues with the game client, platform, network, or PC.
- 8.1.2 Intentional Disconnection.** A player losing connection to the game due to player's actions (*i.e.* quitting the game). Any actions of a player which lead to a disconnection shall be deemed intentional, regardless of the actual intent of the player.
- 8.1.3 Server Crash.** All players losing connection to a game due to an issue with a game server, Tournament Realm platform, or venue internet instability.

### 8.2 Game of Record

A game of record (“**GOR**”) refers to a game where all ten players have loaded and which has progressed to a point of meaningful interaction between opposing teams. Once a game attains GOR status, the period ends in which incidental restarts may be permitted and a game will be considered as “official” from that point onward. After the establishment of GOR, game restarts will be allowed only under limited conditions (see Section 8.4). Examples of conditions which establish GOR:

- 8.2.1** Any attack or ability is landed on minions, jungle creeps, structures, or enemy Champions.
- 8.2.2** Line-of-sight is established between players on opposing teams.
- 8.2.3** Setting foot, establishing vision or targeting skillshot ability in opponent's jungle by either team, which includes either leaving the river or entering brush connected to enemy jungle.
- 8.2.4** Game timer reaches two minutes (00:02:00).

### 8.3 Stoppage of Play

If a player intentionally disconnects without notifying a CS official or pausing, a CS official is not required to enforce a stoppage. During any pause or stoppage, players may not leave the match area unless authorized by a CS official.

- 8.3.1 Directed Pause.** CS officials may order the pause of a match or execute a pause command on any player station at the sole discretion of the CS officials, at any time.

**8.3.2 Player Pause.** Players may only pause a match immediately following any of the events described below, but must signal or communicate with a CS official immediately after the pause and identify the reason. Acceptable reasons include:

**8.3.2.1** An Unintentional Disconnection

**8.3.2.2** A hardware or software malfunction (e.g. monitor power or peripheral disability or game glitch)

**8.3.2.3** Physical interference with a player (e.g., fan gank or broken chair)

Player illness, injury, or disability is not an acceptable reason for a player pause for live events. In such a situation, the team must alert a CS official, who may in his/her sole discretion, grant a pause in order to evaluate the identified player to determine whether player is ready, willing, and able to continue playing within a reasonable period of time, as determined by the CS official, but not to exceed a few minutes.

If the CS official determines that the identified player or team is not able to continue playing within 10 minutes, then the identified player's team shall forfeit the game unless a CS official, in his/her discretion, determines that the game is subject to an Awarded Game Victory (see Section 9.5).

**8.3.3 Resuming the Game.** Players are not permitted to restart the game after a pause. After clearance from a CS official is issued and all players are notified and ready at their stations, which will be contingent on the team captain confirming through in-game chat that both teams are ready to resume play, the in-client spectators will unpause the game.

**8.3.4 Unauthorized Pause.** If a player pauses or unpauses a game without permission from a CS official, it will be considered unfair play and penalties will be applied at the discretion of CS officials.

**8.3.5 Player Communication During Stoppage of Play In Live Studio Matches.** For the fairness of all competing teams, players are not allowed to communicate to each other during a game pause in live studio matches. For the avoidance of doubt, players may communicate to the referee, but only when directed in order to identify and remedy the cause for the stoppage. If a pause extends long enough, referees may, at their sole discretion, allow teams to talk before the game is unpaused in order to discuss the game conditions.

## 8.4 Game Restart

The decision of which condition(s) shall justify a game restart is solely at the discretion of CS officials. Examples are listed below for purposes of illustration only:

**8.4.1 Restarts Before GOR.** The following are examples of situations in which a game may be restarted if GOR has not been established.

**8.4.1.1** If a player notices that player's rune, mastery, or GUI settings have not applied correctly between the game lobby and match, the player can pause the game to adjust these settings. If the settings cannot be correctly adjusted, then the game may be restarted.

**8.4.1.2** If a CS official determines that technical difficulties will not allow for the game to resume as normal (including a team's ability to be in proper position for certain game events, such as minion spawn).

**8.4.2 Restarts After GOR.** The following are examples of situations in which a game may be restarted after GOR has been established.

**8.4.2.1** If a game experiences a critical bug at any point during the match which significantly alters game stats or gameplay mechanics.

**8.4.2.2** If a CS official determines that there are environmental conditions which are unfair (e.g. excessive noise, hostile weather, unacceptable safety risks).

**8.4.3 Restart Protocol.** If a game experiences a critical bug at any point during the match that significantly alters game stats or gameplay mechanics, or the external environmental conditions at a live event become untenable then a restart may occur.

Certain circumstances must be met before a restart may occur. CS officials must determine that the bug is critical and verifiable. For the bug to be considered critical, the bug must significantly damage a player's ability to compete in the game situation. The determination of whether the bug has damaged a player's ability to compete is up to the sole discretion of the CS officials. In order for a bug to be considered verifiable, the bug must be conclusively present and not possibly attributable to player error. The spectator must then be able to replay the instance in question and verify the bug.

If a player believes s/he has experienced a critical bug, s/he must pause the game and alert a referee in a timely fashion. If it is believed that a player is attempting to delay reporting of a bug to wait for a possible

restart at a more advantageous time, then a restart will no longer be granted.

If CS officials determine that the bug is critical and verifiable and that the player followed the pause protocol, then the disadvantaged team will be presented with the option for a restart. If the team accepts, the game will immediately be restarted as per the rules established in Section 8.4. An exception to Rule 8.4 is if the restart occurred due to a champion bug, then settings no longer will be retained (including picks and bans) regardless of Game of Record status and the champion will be made ineligible for at least the remainder of the day's matches unless the bug can be conclusively tied to a specific game element that can be fully removed (i.e. a skin that can be disabled) or prohibited (i.e. the purchase of items).

If a team is offered a restart and declines, then the team will be ineligible to request a restart on the bug that caused the potential restart for the remainder of the match. However, CS officials reserve the right at all times to force a game restart if the game environment reaches a level of instability that compromises the competitive integrity of the game.

This section is applicable if the pause is directed as per Section 8.3.1 and does not limit the ability of a CS official to institute a restart.

**8.4.4 Controlled Environment.** Certain conditions may be preserved in the event of a restart of a game that has not reached GOR, including, without limitation, picks/bans or Summoner spells. If, however, a match has reached GOR then CS officials shall not retain any settings.

**8.4.5 Player Confirmation of Settings.** Each team captain shall verify that every player on his/her team has finalized their intended game settings (including runes, masteries, controls, and GUI settings) before GOR is established. Any error in verification is not grounds for a game restart after GOR is established.

## **8.5 Awarded Game Victory**

In the event of a technical difficulty which leads CS officials to declare a restart, the CS may instead award a game victory to a team. If a game has been played for more than 20 minutes on the game clock (00:20:00), CS officials, in their sole discretion, may determine that a team cannot avoid defeat to a degree of reasonable certainty. The following criteria may be used in the determination of reasonable certainty.

- 8.5.1 Gold Differential.** The difference in gold between the teams is more than 33%.
- 8.5.2 Remaining Turret Differential.** The difference in the number of remaining turrets between the teams is more than seven (7).
- 8.5.3 Remaining Inhibitor Differential.** The difference in the number of standing inhibitors between the teams is more than two (2).

## **8.6 Post-Game Process**

- 8.6.1 Results.** CS officials will confirm and record game result.
- 8.6.2 Tech Notes.** Players will identify any tech issues with CS officials.
- 8.6.3 Break Time.** CS officials will inform players of the remaining amount of time before the next game's pick/ban phase begins. Pick/ban phase will commence as scheduled, regardless of whether a team is fully present in the match area at that time. CS officials may, at their discretion, log in to a player's account and join the game lobby. If only a single player from a team is present in the match area when the pick/ban phase begins, that player may determine all picks/bans for his/her team; however, if no player from a team is present in the match area when the pick/ban phase begins, that team shall be deemed to have forfeited the game.
- 8.6.4 Results of Forfeiture.** Matches won by forfeit will be reported by the minimum score it would take for one team to win the match (e.g. 1-0 for best-of-1 matches, 2-0 for best-of-three matches, 3-0 for best-of-five matches). No other statistics will be recorded for forfeited matches.

## **8.7 Post-Match Process**

- 8.7.1 Results.** CS officials will confirm and record the match result.
- 8.7.2 Next Match.** Players will be informed of their current standing in the competition, including their next scheduled match.
- 8.7.3 Post-Match Obligations.** Players will be informed of any post-match obligations, including, but not limited to, media appearances, interviews, or further discussion of any match matters.

## 9. Player Conduct

### 9.1 Competition Conduct

**9.1.1 Unfair Play.** The following actions will be considered unfair play and will be subject to penalties at the discretion of CS officials.

**9.1.1.1 Collusion.** Collusion is defined as any agreement among two (2) or more players and/or confederates to disadvantage opposing players. Collusion includes, but is not limited to, acts such as:

- 9.1.1.1.1** Soft play, which is defined as any agreement among two (2) or more players to not damage, impede or otherwise play to a reasonable standard of competition in a game.
- 9.1.1.1.2** Pre-arranging to split prize money and/or any other form of compensation.
- 9.1.1.1.3** Sending or receiving signals, electronic or otherwise, from a confederate to/from a player.
- 9.1.1.1.4** Deliberately losing a game for compensation, or for any other reason, or attempting to induce another player to do so.

**9.1.1.2 Competitive Integrity.** Teams are expected to play at their best at all times within any CS game, and to avoid any behavior inconsistent with the principles of good sportsmanship, honesty, or fair play. For the purpose of clarification, team composition and the pick/ban phase will not be considered when determining whether this rule has been violated.

**9.1.1.3 Hacking.** Hacking is defined as any modification of the League of Legends game client by any player, team or person acting on behalf of a player or a team.

**9.1.1.4 Exploiting.** Exploiting is defined as intentionally using any in-game bug to seek an advantage. Exploiting includes, but is not limited to, acts such as: glitches in buying items, glitches in neutral minion interactions, glitches in Champion ability performance, or any other game function that, in the sole determination of CS officials, is not functioning as intended.

**9.1.1.5 Spectator Monitors.** Looking at or attempting to look at spectator monitors.

**9.1.1.6 Ringing.** Playing under another player's account or soliciting, inducing, encouraging or directing someone else to play under another player's account.

**9.1.1.7 Cheating Device.** The use of any kind of cheating device and/or cheat program.

**9.1.1.8 Intentional Disconnection.** An intentional disconnection without a proper and explicitly-stated reason (e.g. rage quit).

**9.1.1.9 CS Discretion.** Any other further act, failure to act, or behavior which, in the sole judgment of CS officials, violates these Rules and/or the standards of integrity established by CS for competitive game play.

**9.1.2 Profanity and Hate Speech.** A Team Member may not use language that is obscene, foul, vulgar, insulting, threatening, abusive, libelous, slanderous, defamatory or otherwise offensive or objectionable; or promote or incite hatred or discriminatory conduct, in or near the match area, at any time. A Team Member may not use any facilities, services or equipment provided or made available by CS or its contractors to post, transmit, disseminate or otherwise make available any such prohibited communications. A Team Member may not use this type of language on social media or during any public facing events such as streaming.

**9.1.3 Disruptive Behavior / Insults.** A Team Member may not take any action or perform any gesture directed at an opposing Team Member, fan, or official, or incite any other individual(s) to do the same, which is insulting, mocking, disruptive or antagonistic.

**9.1.4 Abusive Behavior.** Abuse of CS officials, opposing Team Members, or audience members will not be tolerated. Repeated etiquette violations, including but not limited to touching another player's computer, body or property will result in penalties. Team Members and their guests (if any) must treat all individuals attending a match with respect.

**9.1.5 Studio Interference.** No Team Member may touch or otherwise interfere with lights, cameras, or other studio equipment. Team Members may not stand on chairs, tables, or other studio equipment. Team Members must follow all instructions of CS studio personnel.

**9.1.6 Unauthorized Communications.** All mobile phones, tablets, and other voice-enabled and/or "ringing" electronic devices must be removed from the play area before the game. Players may not text/email or use social media while in the match area. During the match, communication by a Starter shall be limited to the players on the Starter's team.

**9.1.7 Apparel.** Team Members may wear apparel with multiple logos, patches, or promotional language. CS reserves the right at all times to impose a ban on objectionable or offensive apparel:



- 9.1.7.1** Containing any false, unsubstantiated, or unwarranted claims for any product or service, or testimonials, that CS, in its sole and absolute discretion, considers unethical.
- 9.1.7.2** Advertising any non-"over the counter" drug, tobacco product, firearm, handgun, or ammunition.
- 9.1.7.3** Containing any material constituting or relating to any activities which are illegal in any CS region, including but not limited to, a lottery or an enterprise, service or product that abets, assists, or promotes gambling.
- 9.1.7.4** Containing any material that is defamatory, obscene, profane, vulgar, repulsive or offensive, or that describes or depicts any internal bodily functions or symptomatic results of internal conditions, or refers to matters which are not considered socially acceptable topics.
- 9.1.7.5** Advertising any pornographic website or pornographic products.
- 9.1.7.6** Containing any trademark, copyrighted material or other element of intellectual property that is used without the owner's consent or that may give rise to, or subject CS or its affiliates to, any claim of infringement, misappropriation, or other form of unfair competition.
- 9.1.7.7** Disparaging or libeling any opposing team or player or any other person, entity, or product.
- 9.1.7.8** The CS reserves the right to refuse entry or continued participation in the match to any Team Member who does not comply with the aforementioned apparel rules.

**9.1.8 Identity.** A player may not cover his or her face or attempt to conceal his or her identity from CS officials. CS officials must be able to distinguish the identity of each player at all times and may instruct players to remove any material that inhibits the identification of players or is a distraction to other players or CS officials.

## **9.2 Unprofessional Behavior**

- 9.2.1 Responsibility Under Code.** Unless expressly stated otherwise, offenses and infringements of these Rules are punishable, whether or not they were committed intentionally. Attempts to commit such offenses or infringements are also punishable.
- 9.2.2 Harassment.** Harassment is forbidden. Harassment is defined as systematic, hostile, and repeated acts taking place over a considerable period of time, which are intended to isolate or ostracize a person and/or affect the dignity of the person.

- 9.2.3 Sexual Harassment.** Sexual harassment is forbidden. Sexual harassment is defined as unwelcome sexual advances. The assessment is based on whether a reasonable person would regard the conduct as undesirable or offensive. There is zero tolerance for any sexual threats/coercion or the promise of advantages in exchange for sexual favors.
- 9.2.4 Discrimination and Denigration.** Team Members may not offend the dignity or integrity of a country, private person, or group of people through contemptuous, discriminatory, or denigrating words or actions on account of race, skin color, ethnic, national or social origin, gender, language, religion, political opinion or any other opinion, financial status, birth or any other status, sexual orientation or any other reason.
- 9.2.5 Statements Regarding CS, Riot Games, and League of Legends.** Team Members may not give, make, issue, authorize, or endorse any statement or action having, or designed to have, an effect prejudicial or detrimental to the best interest of CS, Riot Games or its affiliates, or League of Legends, as determined in the sole and absolute discretion of CS.
- 9.2.6 Tribunal Punishment.** If a Team Member is found guilty and punished by the Riot Tribunal, CS officials may assign an additional competition penalty at their sole discretion.
- 9.2.7 Player Behavior Investigation.** If CS or Riot determines that a Team or Team Member has violated the Summoner's Code, the LoL Terms of Service, or other rules of LoL, CS officials may assign penalties at their sole discretion. If a CS official contacts a Team Member to discuss the investigation, the Team Member is obligated to tell the truth. If a Team Member lies to a CS official creating obstruction of the investigation then the Team is subject to punishment.
- 9.2.8 Criminal Activity.** A Team Member may not engage in any activity which is prohibited by common law, statute, or treaty and which leads to or may be reasonably deemed likely to lead to conviction in any court of competent jurisdiction.
- 9.2.9 Moral Turpitude.** A Team Member may not engage in any activity which is deemed by the CS to be immoral, disgraceful, or contrary to conventional standards of proper ethical behavior.

**9.2.10 Confidentiality.** A Team Member may not disclose any confidential information provided by CS or any affiliate of Riot Games, by any method of communication, including all social media channels.

**9.2.11 Bribery.** No Team Member may offer any gift or reward to a player, coach, manager, CS official, Riot Games employee, or person connected with or employed by another CS team for services promised, rendered, or to be rendered in defeating or attempting to defeat a competing team.

**9.2.12 Gifts.** No Team Member may accept any gift, reward or compensation for services promised, rendered, or to be rendered in connection with competitive play of the game, including services related to defeating or attempting to defeat a competing team or services designed to throw or fix a match or game. The sole exception to this rule shall be in the case of performance-based compensation paid to a Team Member by a team's official sponsor or owner.

**9.2.13 Non-Compliance.** No Team Member may refuse or fail to apply the instructions or decisions of CS officials.

**9.2.14 Match-Fixing.** No Team Member may offer, agree, conspire, or attempt to influence the outcome of a game or match by any means that are prohibited by law or these Rules.

**9.2.15 Document or Miscellaneous Requests.** Documentation or other reasonable items may be required at various times throughout the CS as requested by CS officials. Penalties may be imposed if the documentation or items requested are not received and/or completed at the required time or do not meet the standards set by the CS

### **9.3 Association with Gambling**

No Team Member or CS official may take part, either directly or indirectly, in betting or gambling on any results of any CS game, match or tournament.

### **9.4 Subjection to Penalty**

Any person found to have engaged in or attempted to engage in any act that CS believes, in its sole and absolute discretion, constitutes unfair play, will be subject to penalty. The nature and extent of the penalties imposed due to such acts shall be in the sole and absolute discretion of the CS.

## **9.5 Penalties**

Upon discovery of any Team Member committing any violations of the rules listed above, the CS may, without limitation of its authority under Section 9.4, issue the following penalties:

### **9.5.1 Verbal Warning(s)**

### **9.5.2 Loss of Side Selection for Current or Future Game(s)**

### **9.5.3 Loss of Ban for Current or Future Game(s)**

### **9.5.4 Fine(s) and/or Prize Forfeiture(s)**

### **9.5.5 Game Forfeiture(s)**

### **9.5.6 Match Forfeiture(s)**

### **9.5.7 Suspension(s)**

### **9.5.8 Disqualification(s)**

Repeated infractions are subject to escalating penalties, up to, and including, disqualification from future participation in CS. It should be noted that penalties may not always be imposed in a successive manner. CS, in its sole discretion, for example, can disqualify a player for a first offense if the action of said player is deemed egregious enough to be worthy of disqualification by CS.

In the case of a forfeit during the qualifier, the players involved on the team will not be allowed to participate in the next Challenger Series game regardless of team affiliation. If the forfeit occurred during the second round of the qualifier then the players involved will not be allowed in the next two challenger series games. If the forfeit occurs in the final round, then the players involved will not be allowed in the next three challenger series games. Exceptions may be granted in situations that are demonstrably unavoidable at the sole discretion of CS officials.

## **9.6 Right to Publish**

CS shall have the right to publish a declaration stating that a Team Member has been penalized. Any Team Members and/or team which may be referenced in such declaration hereby waive any right of legal action against the League of Legends Championship Series, LLC, Riot Games, Inc., and/or any of their parents, subsidiaries, affiliates, employees, agents, or contractors.

## **10. Spirit of the Rules**

### **10.1 Finality of Decisions**

All decisions regarding the interpretation of these rules, player eligibility, scheduling and staging of the CS, and penalties for misconduct, lie solely with CS, the decisions of which are final. CS decisions with respect to these Rules cannot be appealed and shall not give rise to any claim for monetary damages or any other legal or equitable remedy.

### **10.2 Rule Changes**

These Rules may be amended, modified or supplemented by CS, from time to time, in order to ensure fair play and the integrity of CS.

\* \* \*

# Challenger Series Official Rules

## Exhibit A

FREE AGENT SIGNING APPROVAL REQUEST FORM			
CS Reference Number	Requested By (Last Name, First Name)	Date Requested	
Free Agent Description			
Player Name and Position	Current Status	Future Status Starter/Reserve	Requested Effective Date
Player 1:	Free Agent	<input type="checkbox"/> S <input type="checkbox"/> R	
Player 2:	Free Agent	<input type="checkbox"/> S <input type="checkbox"/> R	
Player 3:	Free Agent	<input type="checkbox"/> S <input type="checkbox"/> R	
Player 4:	Free Agent	<input type="checkbox"/> S <input type="checkbox"/> R	
Player 5:	Free Agent	<input type="checkbox"/> S <input type="checkbox"/> R	
Captain			
Captain Name	Team Name	Mobile Phone	Email Address
CAPTAIN:			
Signoffs			
Player Name	Does Player's Previous Team Have Approval Rights Over the Signing of this Free Agent? (Player is an RFA)		Has Player's Previous Team Approved the Signing?
Player 1:	<input type="checkbox"/> Yes <input type="checkbox"/> No		<input type="checkbox"/> Yes <input type="checkbox"/> No <input type="checkbox"/> N/A
Player 2:	<input type="checkbox"/> Yes <input type="checkbox"/> No		<input type="checkbox"/> Yes <input type="checkbox"/> No <input type="checkbox"/> N/A
Player 3:	<input type="checkbox"/> Yes <input type="checkbox"/> No		<input type="checkbox"/> Yes <input type="checkbox"/> No <input type="checkbox"/> N/A
Player 4:	<input type="checkbox"/> Yes <input type="checkbox"/> No		<input type="checkbox"/> Yes <input type="checkbox"/> No <input type="checkbox"/> N/A
Player 5:	<input type="checkbox"/> Yes <input type="checkbox"/> No		<input type="checkbox"/> Yes <input type="checkbox"/> No <input type="checkbox"/> N/A
Request Resolution (to be completed by CS)			
Substitution Request Decision <input type="checkbox"/> Approved <input type="checkbox"/> Denied		Decision Date	Effective Date
Decision Made By (name)		Reason for Decision (if denied)	
Other Terms and Conditions			
<p>League of Legends Challenger Series ("CS") has established rules for the competitive play for League of Legends ("LoL"). Standardized rules benefit all parties who are involved in commercial activities relating to LoL, including the teams, players and Captains referenced above. The Captain signing below recognizes and agrees that the benefits that accrue from standardized rules only arise if all entities involved in commercial activities relating to competitive play of LoL agree to abide by these rules. Each Captain further recognizes and agrees that CS and its affiliates do not establish the terms of player employment and do not restrict competition for players. This Free Agent Signing Approval Request Form is designed solely to ensure the integrity of the system established by CS for competitive play of LoL and competitive balance among the teams.</p>			
Authorized Signature of Captain and Free Agents			
<i>Captain, by signing below, confirms that the proposed Free Agent signing transaction specified in this Free Agent Signing Approval Request Form complies with the terms and conditions of the League of Legends Challenger Series Official Rules, any agreements between the teams and players identified above, and applicable law.</i>			
<b>CAPTAIN</b>  Authorized Signature: _____ Name (printed): _____ Team Name (printed): _____		Player 1  Authorized Signature: _____ Name (printed): _____	
Player 2  Authorized Signature: _____ Name (printed): _____		Player 3  Authorized Signature: _____ Name (printed): _____	
Player 4  Authorized Signature: _____ Name (printed): _____		Player 5  Authorized Signature: _____ Name (printed): _____	

